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2 **ABSTRACT**

3 Methods and systems for creating and rendering skins are described. In one
4 described embodiment skins can be defined as sets of script files, art files, media
5 files, and text files. These files can be used to create new and different skin
6 appearances, layouts and functionalities. The files are organized for use using a
7 hierarchical tag-based data structure, an example of which is an XML data
8 structure. The data structure is processed to provide an object model. The object
9 model can be a scriptable object model that enables script to execute to provide an
10 interactive, dynamic skin that can respond to internal and external events. In one
11 embodiment, a computer architecture used for rendering the skin includes a layout
12 manager that processes an intermediate representation of the XML data structure
13 to provide the scriptable object model. Various components of the scriptable
14 object model can include a script engine for receiving and executing script, and
15 one or more rendering elements. Each rendering element represents a different
16 skin element and can be individually configured to respond to script via the script
17 engine. The inventive systems and techniques can provide a robust, dynamic skin
18 that can be rendered and re-rendered at runtime.

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